**IN THE SPECIFICATION:**

      **Please amend the specification as follows:**

      **Paragraph bridging pages 1 and 2 :**

      A digital television (DTV) is provided with not only a digital television image signal received through its own tuner but also image information from various sources for display on a screen. That is, a DTV, for example, is provided with a television signal from a satellite through a satellite broadcast receiver such as a step top box (STB) or a cable converter, an image signal reproduced from a digital video disc (DVD) player, and an image signal reproduced from a digital video cassette recorder (DVCR) through an IEEE 1394 bus. The DTV 1394 interface standard is specified in the EIA-775 standard series. Here, a source providing an image signal is defined as a producer, and an apparatus receiving and displaying an image signal like DTV is defined as a consumer. In the DTV 1394 standard, an image signal is provided to a consumer in an MPEG transport stream, and ~~OSD data~~ OSD cursor display data is provided to a consumer in a bitmap format. Also, a producer and a consumer exchange a control signal and a state signal.

      **First full paragraph on page 2:**

      In general, a producer and a consumer each adopt a remote controller for a user interface. Therefore, the user interface of a consumer is made to interactively control the consumer while displaying in an OSD screen through a remote controller. But, although the user interface of a producer is made to interactively control the producer while displaying in an OSD screen through a remote controller, the OSD screen is actually displayed through a DTV. Therefore, in the case that the amount of ~~OSD data~~ OSD cursor display data transmitted between the producer and the consumer is large, by receiving ~~OSD data~~ OSD cursor display data of the producer in the

2

consumer, and adaptive display of a displayed screen becomes difficult, according to the excessive amount of processed data for displaying. That is, the change and movement of an image can be unnatural enough for a viewer to visually observe. This phenomenon acts to reduce the value of a product.

**6ᵗʰ full paragraph on page 5:**

The set top box 100 inputs a command generated through a remote controller 110 through a remote controller receiving part 112. Corresponding ~~OSD data~~ OSD cursor display data is generated in response to the inputted command and is provided to the DTV 300 through the DTV 1394 bus 200.

**Paragraph bridging pages 5 and 6:**

The DTV 300 recovers an image signal by decoding the received MPEG transport stream through an MPEG decoder, and displays on a screen by overlapping the recovered image signal and the received ~~OSD data~~ OSD cursor display data. Therefore, a user can control an STB 100 while viewing an OSD screen of the STB displayed on a screen of the DTV by using the remote controller for the set top box.

**4ᵗʰ full paragraph on page 6:**

The set top box 100 includes an MPEG source 122, an OSD generator 114, an output asynchronous plug register (OAPR) 116, a command input part 118 and a control part 120. The command input part 118 receives a command signal generated by the remote controller 110 and provides the command signal to the control part 120. The MPEG source detects an MPEG transport stream by inputting a satellite broadcast signal in response to the control of the control part 120 and provides the detected MPEG transport stream to the DTV 300. OSD generator 114

3

generates ~~OSD display data~~ <u>OSD cursor display data</u> in bitmap format in response to the control of the control part 120.

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**Paragraph bridging pages 7 and 8:**

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The DTV 300 includes an MPEG decoder 312, a buffer 314, and overlapper 316, an image display 318, a memory 320, a command input part 322 and a control part 324. The MPEG decoder 312 outputs image data to the overlapper 316 by extending a compression-coded image data by inputting an MPEG transport stream. The buffer 314 buffers the provided ~~OSD data~~ <u>OSD cursor display data</u> and provides the corresponding ~~OSD data~~ <u>OSD cursor display data</u> to the overlapper 316 overlaps the image data and the ~~OSD data~~ <u>OSD cursor display data</u> and provides the overlapped data to the image display 318. The memory 320 stores the ~~OSD display data~~ <u>OSD cursor display data</u> provided from the STB 100. The command input part 322 receives a command signal generated from the remote controller 310 and provides the command signal to the control part 324.

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**2<sup>nd</sup> full paragraph on page 10:**

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Thus, the representation of a game, etc. can be performed smoothly, because various OSD objects can be displayed very fast by transmitting and ID of an OSD object and display location information, not by transmitting a large amount of ~~OSD display data~~ <u>OSD cursor display data</u> in bitmap format every time between a producer and a consumer.